

**BEST AVAILABLE COPY**

Docket No. F-7223

Ser. No. 10/015,110

**AMENDMENTS TO THE CLAIMS:**

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1-5. (Canceled)

6. (Currently Amended) A match-style 3D video game device, comprising:  
a monitor screen that is positioned at a prescribed height on which images are  
displayed;

a 3D video game device controller that generates operation signals based on  
a particular game action that is instructed, said 3D video game device including:

a pair of right and left main units configured to allow manual  
operation, said main units being wearable by a game player; and

right and left motion detection units that are respectively  
mounted in each of said right and left main units for individually  
detecting movement along at least two axes and outputting detected  
movement as operation signals, said 3D video game device controller  
causing a content of the operation thereof to be reflected in the  
particular game action;

Docket No. F-7223

Ser. No. 10/015,110

game control means for controlling progress of the game based on operation signals from the 3D video game device controller;

display control means for creating three-dimensional images from a viewpoint of a virtual camera and for displaying said three-dimensional images on the screen of said monitor, said three-dimensional images including an opponent character displayed as facing the game player when said game player is positioned in a play space in front of said monitor screen;

head detection means for detecting a position of a head of the game player in at least right and left directions relative to a fixed position of the monitor screen [[,]]  
when said game player [[being]] is positioned in the play space; [[and]]

viewpoint change means for moving the viewpoint of said virtual camera in accordance with a direction and amount of change in the detected head position relative to the fixed position of the monitor screen;

said game controller means including means for setting a hitting area at at least one location on a body of the opponent character displayed on the monitor screen and for setting a defensive region that overlaps with hands of the opponent character and the body of the opponent as seen from said virtual viewpoint; and

said display control means displays a hitting mark on said hitting area when said defensive region is outside said hitting area.

Docket No. F-7223

Ser. No. 10/015,110

7. (Previously presented) The match-style 3D video game device according to claim 6, wherein said head detection means includes means for detecting a height of the head.

8. (Original) The match-style 3D video game device according to claim 6, wherein said display control means displays an opponent character on said monitor screen as a game image, while said game control means displays the opponent character throwing a punch and instructs that a hit effect routine be performed such that a punch is landed on the player when there is a virtual camera viewpoint aiming in the direction in which said punch was thrown.

9. (Previously presented) The match-style 3D video game device according to claim 8, wherein said display control means includes means for causing the image displayed on the monitor screen to shake along at least one axis for a prescribed period of time upon receiving an instruction for a hit effect routine.

10. (Original) The match-style 3D video game device according to claim 6, wherein said game control means processes the operation signals from the motion detection units as thrown punch signals and instructs that a hit effect routine be performed such that punches land on the opponent character displayed on the monitor screen.

Docket No. F-7223

Ser. No. 10/015,110

11. (Previously presented) The match-style 3D video game device according to claim 10, wherein said display control means displays a damage action on the opponent character being shown on the monitor screen upon receiving an instruction for the hit effect routine.

12. (Previously presented) The match-style 3D video game device according to claim 11, wherein:

said game control means includes means for recognizing from which of said right and left motion units said operation signals originated; and

said display control means displays, as a damage action in response to an operation signal from a recognized one of the left and right motion detection units, the opponent character on the monitor screen leaning toward an opposite side.

13. (Canceled)

14. (Currently Amended) The match-style 3D video game device according to claim [[13]] 10, wherein:

said means for setting a hitting area sets a plurality of hitting areas at a plurality of locations on a body of the opponent character displayed on the monitor screen; and

Docket No. F-7223

Scr. No. 10/015,110

said game control means includes means for recognizing a type of said operation signal and for associating different types of operation signals with different one of said plurality of hitting areas.

15. (Currently Amended) The match-style 3D video game device according to claim [[13]] 10, wherein said game control means includes means for conferring points responsive to receipt of an operation control signal upon the display of said hitting mark.

16. (Previously presented) The match-style 3D video game device according to claim 6, wherein each of said right and left motion detection units individually detects movement along three axes.

17. (Previously presented) The match-style 3D video game device according to claim 6, wherein each of said right and left main units is formed in a shape of a glove in which a hand of the game player is inserted.

18. (Previously presented) The match-style 3D video game device according to claim 6, wherein said 3D video game device controller includes a signal line to enable connection with another portion of the 3D video game device.

Docket No. F-7223

Ser. No. 10/015,110

19. (Previously presented) The match-style 3D video game device according to claim 6, wherein each of said right and left motion detection units comprises an acceleration sensor placed so as to operate to detect movement along each of said at least two axes.

20. (Cancel)

21. (Currently Amended) A match-style 3D video game device, comprising:  
a monitor screen that is positioned at a prescribed height on which images are displayed;  
a 3D video game device controller that generates operation signals based on a particular game action that is instructed, said 3D video game device including:  
a pair of right and left main units configured to allow manual operation; and  
right and left motion detection units that are respectively mounted in each of said right and left main units for individually detecting movement along at least two axes and outputting detected movement as operation signals, said 3D video game device controller causing a content of the operation thereof to be reflected in the particular game action;

Docket No. F-7223

Ser. No. 10/015,110

game control means for controlling progress of the game based on operation signals from the 3D video game device controller, said game control means including means for setting a hitting area at at least one location on a body of an opponent character displayed on the monitor screen so that said hitting area moves on said monitor screen according to the movement of the opponent character and for setting a defensive region that overlaps with hands of the opponent character and the body of the opponent as seen from said virtual camera viewpoint, said display control means displaying a hitting mark on said hitting area when said defensive region is outside said hitting area;

display control means for creating three-dimensional images from a viewpoint of a virtual camera and for displaying said three-dimensional images on the screen of said monitor;

head detection means for detecting a position of a head of the game player positioned in a play space in front of said monitor screen in at least right and left directions within a space surrounding the head of the game player; and

viewpoint change means for moving the viewpoint of said virtual camera in accordance with a direction and amount of change in the detected head position such that said viewpoint of said virtual camera essentially matches a view seen by the game player.

Docket No. F-7223

Ser. No. 10/015,110

22. (New) The match-style 3D video game device according to claim 6, wherein viewpoint change means moves the viewpoint of the virtual camera in accordance with the direction and amount of change in the detected head position such that said viewpoint of said virtual camera approximates a view seen by the game player such that the defensive region that overlaps with the hands of the opponent character and the body is changed in position on the opponent's body.

**This Page is Inserted by IFW Indexing and Scanning  
Operations and is not part of the Official Record**

**BEST AVAILABLE IMAGES**

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images include but are not limited to the items checked:

- BLACK BORDERS**
- IMAGE CUT OFF AT TOP, BOTTOM OR SIDES**
- FADED TEXT OR DRAWING**
- BLURRED OR ILLEGIBLE TEXT OR DRAWING**
- SKEWED/SLANTED IMAGES**
- COLOR OR BLACK AND WHITE PHOTOGRAPHS**
- GRAY SCALE DOCUMENTS**
- LINES OR MARKS ON ORIGINAL DOCUMENT**
- REFERENCE(S) OR EXHIBIT(S) SUBMITTED ARE POOR QUALITY**
- OTHER:** \_\_\_\_\_

**IMAGES ARE BEST AVAILABLE COPY.**

**As rescanning these documents will not correct the image problems checked, please do not report these problems to the IFW Image Problem Mailbox.**